# Lesson 4

## Worksheet 3 - Tasks

1. *Use the variable “speed” to control movement up-and-down as well as side-to-side.* Paste code from the Bird class below:
2. *Add a feature so you can change the speed of the bird. E.g., add a script that increases the speed when you press 'f'. Add a script that will reset the Bird's speed to 3 when 'r' is pressed. (To increase the speed, you can use the calculation self.speed = self.speed + 1).* Paste the new code from your Bird sprite below:
3. *Can you create a new second variable that allows the bird to have different speeds for up-and-down movement and side-to-side movement?* Paste the code from your Bird sprite below:

## Extensions

1. *Print the new values of the horizontal and vertical speeds whenever your program changes them.* Paste the new code from your Bird sprite below: